7DSystem — Beginner Player's Guide

Available from 7DSystem.com

1 Things you'll need

Visit the 7DSystem.com web site and download and print out:
1.) Character Profile Sheet
2.) System Reference Sheet
3.) Combat Round & Turn Flow Guide
4.) Core Mechanics Guide (requires purchase*)
Also be sure to have a pencil, eraser, and most importantly a few sets of dice that include:
4 Sided, 6, 8, 10, 12 and 20 sided. If you can find dice to use as 2 sided dice (d2s) this would be great.
*At least one copy is required in the group to reference all the rules.

2a Create a character

On the character profile sheet, fill in your name in the "Player's Name" box.
In the "Game" box fill in which game this is for if you are going to be playing in multiple games.

2b Select a species

The director of the game will supply you with a list of species for the game from which to choose. Otherwise select one from the "Resources" section of the 7DSystem.com web site. Write this in the "Species" box on the character profile sheet.
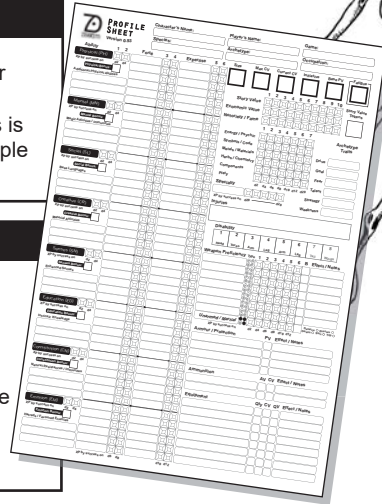
2c Choose an archetype

There are 12 archetypes to choose from. Write the archetype chosen in the corresponding box. These archetypes determine the basic psychological motivators for the character. It helps you make decisions about how the character should react to the changing circumstances in the game and the story. Each archetype will give you 6 characteristics: drive, goal, fear, talent, strategy and weakness. Write each of these 6 into their corresponding box on the character profile sheet. Details of each of the 12 archetypes are available on the web site 7DSystem.com, or in the Core Mechanics Guide.

2d Pick an occupation

The director of the game will supply you with a list of occupations, or you can peruse the list available from the "Resources" section of the web site 7DSystem.com. You can also discuss a custom occupation with the director. Occupations will be those of ordinary people who populate the world in which the game is set. The director will help you make a decision if you are having trouble. Write the occupation you pick in the corresponding box.

3 Determine your Size

Your species will list the size that your character will be. Fill in this value in the "Size" box on the character profile sheet. Next multiply your size number by itself (e.g. size 5 would be 5 x 5 = 25). Fill this resulting value into the "MaxCV" box. This is the maximum amount your character can carry. The species listing may already list the MaxCV value to make things easier.

4 Weapon proficiencies

Your species and occupation may provide your character with weapon proficiencies. Write each on in its own box under "Weapon Proficiency" on the character profile sheet. Find the weapon information in the "Resources" section on the 7DSystem.com website, or ask the director to supply this information.
Next to each listing colour in the circled letters that do **NOT** correspond to the weapon. P = Piercing, S = slashing, B = bludgeoning and R = ranged.
Fill in any other details in the corresponding "Effects/Notes" box at the end of each weapon listing.

5 Apply bonuses

Your character's species, archetype and occupation will give you some bonuses to your abilities and weapon proficiencies.
You will find the ability bonus box located underneath each ability on the character profile sheet. If you receive multiple bonuses to a single ability add them together and write in the resulting value.
You will find the weapon proficiency bonus box just to the left of the "Effects/Notes" box, it is labelled "B", for each weapon listed.

6 Additional features

Some species will provide your character with additional features. You will find space to write these down underneath the abilities. These will include affinities, immunities, languages, knowledge, favoured enemies as well as other features that will become useful to your character as you play the game.

7 Initiative score

In the "Initiative" box fill in the value 1.

8 Story value tokens

In the "Story Value Tokens" box fill in the value 3. You earn and spend story value tokens frequently during play, so you may wish to use markers, chips, or coins instead to represent how many you have.

9 Additional values

The director of the game may wish to give your characters additional values in "Economic Value", "Notoriety / Fame" or in abilities. Please see the next page on experience and ranks and how to fill them in on the character profile sheet.

10 Reference sheets

Familiarise yourself with the "System Reference Sheet". This will give you most of the information you will need during the game.
Additionally, the "Combat Round & Turn Flow Guide" will help you figure out what options you have available for your character during combat.
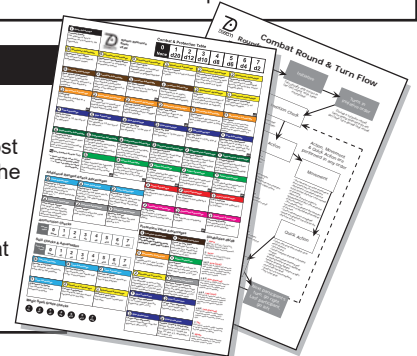
Building a Dice Pool

1 Determining dice type

The director will provide you with a difficulty level (or DL) for the task you want to attempt. Alternatively in combat you will derive a combat score total that you can then use to determine which type of dice to roll for your check.

Have a look at the table that corresponds to the situation you are in and the type of task you are attempting. The most common examples are to the right and on the "System Reference Sheet".

Skill Checks Table

Difficulty Level	0 None	1 d2	2 d4	3 d6	4 d8	5 d10	6 d12	7 d20

Combat Score & Protection Value (PV) Table

0 None	1 d20	2 d12	3 d10	4 d8	5 d6	6 d4	7 d2

Ammunition Value (AV) Checks Table

Ammo Value	0 None	1 d2	2 d4	3 d6	4 d8	5 d10	6 d12	7 d20

2 Adding dice to the pool

There are a variety of things that add dice to your dice pool. What follows will assist you in building your dice pool with the correct number of dice.

3 Base dice

You always get 1 dice to roll for any check*. This is referred to as the base dice. Add this base dice to your dice pool to start with.
*There are some rare exceptions to this in the rules.

4 Add dice for ranks

When you are performing a task, your ranks in abilities, fortés, expertise, weapon proficiency and other values give you additional dice to roll (up to 6). Depending on the situation and the check.

You only get a dice for a completed rank and not for a partially completed one. See the section on experience points & ranks below.

YES **NO!**

5 Add specialty ranks

To the pool you now add any ranks you have in a specialty related to the task you are performing. This will give you up to another 5 additional dice. This usually only happens much later in the game once your character has advanced significantly in skill. It is included here for the sake of completeness. Again you only get a dice for a completed rank and not for a partially completed one. See point 4 and the experience points & ranks section below for more information.

6 Add dice for bonuses

You now add your bonuses in your ability, or weapon proficiency, or provided by a feature of your character. In the case of combat you add your weapon proficiency bonus.

Physical Bonus: 2

Mental Bonus:

Weapon Proficiency Type 1 2 3 4 5 6 B

Short Sword 2

7 Add advantages (skills)

When not involved in combat you add advantages to the dice pool for certain situations. They are all listed on the System Reference Sheet. On the right are some examples.

1 Time Advantage
A Moment to Spare
The character has a few moments to spare.

2 Situational Advantage
Correct Equipment
The character has the correct equipment for the task.

2 Time Advantage
Devote an Hour
The character can devote an hour to the problem.

8 Add for story value tokens

Story value tokens can be cashed in for a variety of things like re-rolling a failed roll. You can also use story value tokens to add dice to a dice pool. You get 1 dice for each story value token used. Be aware that story value tokens only replenish at the beginning of your next game and not during the game in which you use them. You can earn more in the current game by earning Story Value Experience. Ask the director for more information.

Experience Points & Ranks

Next to each "Ability", "Forté" and "Expertise" as well as "Weapon Proficiency" and other values you will see these segmented squares. Each of these squares represent a rank in that ability, proficiency, value, etc. Each of the five empty segments represent a potential experience point from a success related to that characteristic of your character. After every 5 experience points in that characteristic, you have gained a rank for your character. This translates into additional dice when making checks, or making things harder for your opponents when they engage with you.

When you earn an experience point in that characteristic, you simply colour in one of the segments. For each additional experience point earned for that specific characteristic you colour in an additional segment.

d6
Below each rank, or each column of ranks you will find "XP by success on" and under each column or rank is a dice notation: d2, d4, d6, d8, d10, d12, or d20. These dice notations represent which type of dice you need to be rolling successes on in order to earn experience. In the case of the example on the left you need to be rolling six sided dice, or higher, in order to receive an experience point for a success. If you are rolling four sided dice *d4s* or *d2s*, then you do not earn any experience in this example. When you see the d2 notation, you earn experience on every successful roll of every dice type - which is usually the case for beginner characters. These are referred to as your "dice thresholds".

d6 **d8**
Once a rank has been filled, as in the example on the left, you now have achieved the higher rank and only earn additional experience points in this characteristic on the next dice type listed below (in this example you were earning for successes on six sided dice *d6s* or higher, but now earn success only eight sided dice *d8s* or higher).